Introduction

Congratulations! You have just purchased the most powerful portable
chess game available. The Ultimate Chess Challenge is based upon
the proven chess-playing technology from the laboratories of Fidelity
Electronics - the premier manufacturers of dedicated chess computers
and the developers of the only United States Chess Federation Master
rated (2325) program. With 17 skill levels, multi-player capability,
and selectable 2-D or 3-D modes, you have purchased a product that
will challenge even the most serious chess players.

We know that The Fidelity Ultimate Chess Challenge will provide you
with many hours of enjoyment.

Getting Started

The Fidelity Ultimate Chess Challenge is a multi-level strategy game
for one or two players.

1. With your Lynx system off, insert the game card as described In
the Lynx Owner's Manual.

2. Press ON. The Telegames and Fidelity Ultimate Chess Challenge
opening screens appear, followed by the Game Setup display. Press
A or B at any time to skip the introductory screens.

Note: To press a button, press and release the button quickly. To
hold down a button, hold the button down for at least one second.

Special Note!

Most Lynx products contain a standard feature that causes the game
to turn itself off if left unattended after 5 minutes on batteries,
and after 1 hour on the AC power supply.

Since chess is an intricate game, requiring many minutes of deliberation
between moves, it was decided that this feature could interfere with
advanced levels of play and is was therefore removed.

Please remember, your Lynx will not turn itself off if left unattended!

Optional Game Controls

To enhance play, the following optional game controls allow you to
modify the display, and pause and restart the game:

To flip the screen 180 degrees and reverse the controls, press
OPTION 2 and PAUSE at the same time.

To pause the game, press PAUSE. An animated "PAUSED" message is
displayed when pause mode is active. Repeat to resume play.

To start a new game, press OPTION 1 and PAUSE. Restart causes the
game to return to the Game Setup display with the most recently
selected options still intact. If you exit the Game Setup display

without making any changes, you will be starting a game with the name configuration as the previous game.

Playing the Game

The Fidelity Ultimate Chess Challenge is divided into three sections, the Game Setup display, the Game Board display, and the Statistics display.

Game Setup

The Game Setup display indicates the current game settings and allows you to modify these settings.

Each game parameter is represented in this display by either a textual representation, or a graphic representation or "icon".

Parameters having either an "on" or "off" setting have that setting indicated by the presence or lack of a European style "no" symbol superimposed over the icon.

To change a parameter, use the joystick to move the pointer over the symbol for the parameter to be changed and press either A or B.

Game parameters include:

Name

Player names appear at the top of the Game Setup display with the silver player's name at left and the gold player's name at right.

To change a player's name, position the pointer over the name to be changed and press either A or B. This will cause the name entry screen to appear.

The name entry screen provides you with a matrix including the alphabet as well as a "space" character and a symbol representing the backspace capability. Use the joystick to select a letter in the matrix and press either A or B to add that letter to the name.

When you have finished entering the name press OPTION 2 to return to the Game Setup display.

If you elect to not enter a name for a color, human players names will default to "PLAYER" and the computer's name will default to "MASTER"

Color

Players' color may be changed using the color icon which is a two-colored double ended arrow icon lying between the player names.

Since Silver always moves first, you may wish to change colors before starting a game so that the computer makes the first move.

If, during a game, you decide that you would like to changes sides
with the computer or your opponent, you may do so by using this icon.

You may also use this capability to make the computer play against
itself by changing colors each time the computer completes a move.

To change player colors, position the pointer over the color icon
and press either A or B.

Number of Players

The number of players is indicated by an icon in the form of one
or two 3-D style king pieces located at the left center of the display.
One king indicates that the player is playing against the computer.
Two kings indicates that both players are human.

You may change the number of players before beginning a game or at
any time during a game. This allows you to have the computer take
over for a player or vice-versa.

To change the number of players, position the pointer over the number
of players icon and press either A or B.

Mode of Play

Mode of play controls the way in which the computer will behave if
it is playing. This parameter has no effect if both players are human.

The mode of play is indicated by a textual description located near
the center of the display. There are three possible modes of play:

Time
Depth
Infinite

You may change the mode of play before beginning a game or at any
time during a game.

To change the mode of play, position the pointer over the Mode text
and press either A or B.

TIME MODE

Time mode means that the computer is unrestricted in search depth
(ply) when looking for it's next move, and that the move will be
executed based on an average elapsed time. There are eight levels
of time mode with TIME 1 having the shortest average elapsed time
per move, therefore being the easiest TIME level.

DEPTH MODE

Depth mode means that the computer is restricted in search depth
to the number of ply specified when looking for it's next move, but
is unrestricted in the time it takes to fully search that ply level.
This means that the computer will not execute a move until it has
finished it's search at the specified depth. There are eight levels
of depth mode with DEPTH 1 searching only 1 ply, and DEPTH 8 searching

to 8 plies. DEPTH 1 is the easiest of the DEPTH modes.

INFINITE MODE

Infinite mode means that the computer is unrestricted in both search
depth and time. In this mode, the computer will try to completely
solve the game on each move.

Level of Play

Level of play further qualifies the Mode of Play selected. As in the
Mode of Play, this parameter has no effect if both players are human.

For a description of how the level applies to the mode selected,
see the Mode of Play section.

The level of play is indicated by a number displayed immediately
to the right of the Mode of Play text. Since there is only one level
of play in infinite mode, no number is displayed in that mode.

You may change the level of play before beginning a game or at any
time during a game.

To change the level of play, position the pointer over the Level
number and press either A or B.

Display Mode

The Game Board can appear in either a three dimensional "perspective
view" mode, or a two dimensional "looking-down view" mode. The Display
Mode is indicated by an icon in the form of the game board as it
appears in the selected mode. This icon is located at the right center
of the display.

You may change the Display Mode before beginning a game or at any
time during a game.

To change the Display Mode, position the pointer over the Display
Mode icon and press either A or B.

You may also change the Display Mode during a game without having
to leave the Game Board display. To do this, simply hold the OPTION
1 and OPTION 2 buttons down simultaneously. The display will change
modes before your eyes.

Board Rotation

A two-player game session can be configured so that the board rotates
180 degrees after each move. This is especially desirable in the
three dimensional display mode where the player views the board with
their home row closest to them.

By default, Board Rotation is enabled when the Game Board is configured
for a three dimensional view and is disabled when the Game Board is
configured for a two-dimensional view.

Board Rotation is not available for one player games.

Board Rotation is represented by an icon in the form of two arrows located at the bottom left of the display.

You may enable or disable Board Rotation before beginning a game or at any time during a game.

To enable or disable Board Rotation, position the pointer over the Board Rotation icon and press either A or B.

Sound

Sounds can be enabled or disabled. Sounds are enabled by default.

Sound status is represented by an icon in the form of a speaker located to the right of the Board Rotation icon at the bottom of the display.

You may enable or disable Sound before beginning a game or at any time during a game.

To enable or disable Sound, position the pointer over the Board Rotation icon and press either A or B.

Move Timer

A timer displaying the elapsed time for the current move is displayed by default. This timer can be disabled.

Move Timer status is represented by an icon in the form of a clock located to the right of the Sound icon at the bottom of the display.

You may enable or disable the Move Timer before beginning a game or at any time during a game.

To enable or disable the Move Timer, position the pointer over the Move Timer icon and press either A or B.

Messages

During the course of a game session, Messages are displayed indicating important events like "Check" and "Checkmate". These Messages can be disabled.

Message status is represented by an icon in the form of a message box located at the bottom right of the Game Setup display.

You may enable or disable Messages before beginning a game or at any time during a game.

To enable or disable Messages, position the pointer over the Messages icon and press either A or B.

Exiting Game Setup

When you have completed your configuration of the current game session,

you may exit to either the Game Board display or to the Statistics display.

Exiting the Game Setup display to the Game Board display will effectively start a new game session if no moves have been made in the current session, or resume the current session if a game is in progress. To do this, press the OPTION 2 key.

To exit the Game Setup display to the Statistics display, press the OPTION 1 key.

Game Board

The Game Board display shows the game board and pieces, and is the display where the game is actually played.

Move Entry

When the computer is waiting for a move to be entered either one of the board squares will be highlighted to a green color or an arrow will appear off the board. Move the Joystick to see how you may change the position of the highlighted square or arrow. This mechanism gives you the ability to "point" at any location on the chess board.

Also when the computer is waiting for a move, the computer provides visual cues to indicate whose turn it currently is. On the three dimensional board display, the move tuner's color will match the color of the player's name whose turn it currently is. On the two dimensional display, only the name of the player whose turn it currently is, and the move timer are displayed. To begin entering a move, position the green square under the piece you wish to move and press A. If you have initiated a valid move, the computer will make an acceptance sound. If you have attempted to initiate an invalid move the computer will so indicate with a sound and message.

To complete the move, position the green square on the square to which you want to move the selected piece and press A again. Note that the square under the selected piece has remained green for easy reference. If you have completed a valid move, the computer will make an acceptance sound and move the selected piece as indicated. If you have attempted to move the selected piece incorrectly, you will be notified of an "invalid move" and will have to re-select the piece you wish to move.

Accidental Move Entry

If you have accidentally selected a piece which you do not wish to move, or if you wish to select another chess piece, pressing B while a piece is selected will cause that piece to be released. Then you may begin move entry again by selecting another piece.

If you have finished entering a move and wish to withdraw it you may do so. In the case of a one player game, at the completion of your last move, the computer will have accepted your move and will be considering it's countermove. In this case, wait for the computer to complete it's move and then indicate that you wish to Take Back your move. Both the computer's last move and your last move will

be withdrawn. In the case of a two player game, simply pressing Take Back before the other player begins their move will cause your move to be withdrawn. See the Take Back section for more information on this function.

Special Moves

En Passant

The computer will capture a pawn "en passant" whenever it determines that such a move is desirable, and it will also recognize when you choose to move "en passant".

Castling

The computer will castle whenever it determines that such a move is desirable, and it will also recognize when you choose to "castle". You may castle by moving your King two squares toward the Rook. The Rook will be moved automatically.

Promotion

As in a normal game of chess, when a pawn reaches the eighth rank, it may be promoted to a higher-valued piece, usually a queen.

Once you have moved a pawn to the eighth rank, a window will appear in the middle of the screen with a queen displayed within it. You may change the piece within the window by using the joystick. Use the joystick to select which type of piece to which you wish to promote your pawn and press A. The promoted piece will then appear on the game board.

If one of the computer's pawns reaches the eighth rank the computer will evaluate it's present position and will promote the pawn to the piece it feels will be of most value.

Check

Any time there is a check situation on the board the computer will announce it with both sound and a message. Any time a mating move is entered, the computer will also announce this with both sound and a message.

Mate and Draw

The following sections discuss the ways in which a game may be concluded. Once the conclusion of a game has been announced, the game is over and cannot be continued. You may, however, view the Statistics display to assess your play and study your game.

Checkmate

Any time a mating move is entered, the computer will announce this with both sound and a message.

Draw by Stalemate

A game is drawn by stalemate if the player whose turn it is to move
has no legal moves, but his king is not in check. The computer detects
this draw and announces it as a stalemate with both sound and a message.

Draw by Fifty Move Rule

If fifty consecutive moves have been played in a game without either
side having moved a pawn or captured a piece, a fifty move draw may
be claimed by the side whose turn it is. The computer will detect
this draw and announces it with both sound and a message.

Draw by Third Repetition

If the same position occurs three times in a game of chess where
the same side has the move each time, the game is drawn by repetition
of position. The computer will detect this draw and announces it
with both sound and a message.

Take Back

The Take Back function allows you to take back any move you make
or any move made by the computer. The computer will allow you to
take back up to 200 half-moves (100 moves per player) in a single game.

To take back a move, press the A and B buttons simultaneously.

In the case of a one player game, both your last move and the computer's
counter move will be withdrawn. In the case of a two player game,
your move will be withdrawn.

The Take Back function is only available during a human player's turn.

Force Move

You may, at any time the computer is thinking, force it to stop
considering
it's next move and make it's best calculated move at that point.

To force the computer to move, hold the A button down while the computer
is thinking. It may take up to a second, but the computer will make a
sound to indicate that it accepts the force request and will make it's
move.

Hint

If it is your turn and you would like the computer to suggest a move,
you may request a hint. The computer may or may not elect to provide one.

If the computer elects to suggest a move, it will indicate it's suggested
move by making a sound and repeatedly flashing the "from" and "to"
positions for the hint.

To obtain a hint from the computer, press H while no move entry is in progress (no pieces has been selected).

Hints are not available in two player games.

Board Display Mode

The Game Board can appear in either a three dimensional "perspective view" mode, or a two dimensional "looking-down view" mode. You may change the Display Mode during a game without having to leave the Game Board display.

To change Board Display modes, simply hold the OPTION 1 and OPTION 2 buttons down simultaneously. It may take up to a second, but the display will change modes before your eyes.

Board Display mode can only be changed during a human player's turn.

Problem Setup

While this program does not have a direct problem setup capability, it is possible to setup and solve problems using combinations of the various configurations available.

You can set up a problem on the board by specifying a two player game and moving pieces from both sides to their desired position. You can then switch back to the Setup display and instruct the computer as to which color it should play from that point. Or, if you wish the computer to play both sides, you can both this with successive change color commands.

Exiting Game Board

At any point before, during or after a game, you may elect to leave the Game Board display to change the game configuration using the Game Setup display or to view game status using the Statistics display. This may be done without disturbing the status of the game in progress. However, you cannot leave the Game Board display if the computer is thinking.

To exit the Game Board display to the Statistics display, press the OPTION 1 key.

To exit the Game Board display to the Game Setup display, press the OPTION 3 key.

Statistics

The Statistics display is an informative display showing, in a columnar format, each player's name, total elapsed time, score and move history for the current game.

Scoring

A score is kept for each player throughout a game and is displayed below that player's elapsed game time.

A positive score indicates that the player currently enjoys an advantage while a negative score indicates that the player is at a disadvantage.

Scores are calculated based on the following piece values:

Pawn   100 points
Knight   300 points
Bishop   350 points
Rook   500 points
Queen   900 points

Move History

A history is kept of all moves made in the current game. Each player's move history is displayed in a scrollable column below that player's score. The number of a particular move is displayed in a column between the two players' move histories.

Moves are displayed using Standard or Coordinate notation, in accordance with international chess notation. Each square on the chess board is designated, in accordance with international chess notation, by a letter of the alphabet designating the vertical columns (files) and a number designating the horizontal rows (ranks). Thus at the beginning ot the game the white king in on square E1 and the black king is on square E8.

You may scroll through the entire move history of the game by using the joystick to move the list up and down.

Exiting Statistics

When you have finished viewing the current game statistics, you may elect to leave the statistics display to change the game configuration using the Game Setup display, or to resume the current game on the Game Board display.

To exit the Statistics display to the Game Board display, press the OPTION 1 key.

To exit the Statistics display to the Game Setup display, press the OPTION 2 key.